

City of Grapevine Parks and Recreation 2010 Spring Youth Volleyball Rules

All league games will be played in accordance with the current University Interscholastic League (UIL) Official Guide & the Texas Amateur Athletic Federation (TAAF) rules, with the following modifications.

I. Eligibility

1. Players will be in divisions of ages 14 & under, 12 & under and 10 & under 8 & under to participate to play. Age is determined by the participant's age as of **September 1, 2009**.
2. Each team will receive one (1) practice per week. Organized practice may not be held in the Community Activities Center at any time.
3. There will be no roster changes after teams have been formed. Only under extreme circumstances will a player be added from a waiting list at GPARD discretion.
4. A player may play only on one (1) team per season in the same age division. A player may choose to play up one age division, but she cannot play down an age division.
5. All teams are required to provide a copy of each child's birth certificate. This documentation is due at the pre-seasonal coaches meeting.

II. Equipment

1. All players on each team must wear jerseys that are matching in the base color and which have a permanently affixed, non-duplicated number on the front and back of the jersey. Jersey numbers are to be four (4) inches on the front and six (6) inches on the back. (Legal numbers are 0 or 00 but not both, 1-99).
2. The Grapevine Parks and Recreation department will provide jerseys for all individual teams. All teams that register as a Team must provide their own jerseys.
3. Players must wear shoes that designed for in-door wood court surfaces. No "turf shoes" or other black-soled shoes will be allowed. Players may not play barefoot or in stocking feet.
4. No Jewelry may be worn at any time during the match.
5. 8, 10 and Under divisions shall play with the Volley-Lite ball. The 12 & 14 and Under divisions shall play with the regulation standard volleyball.

III. Coaches

1. All coaches & assistant coaches must undergo a complete background check with the City of Grapevine prior to the 1st game. If athletic department doesn't have your paperwork on file, then your team will not be able to participate in this league.

2. All coaches & assistant coaches must read, sign and submit a completed NYSCA coaches code of ethics form prior to the season. If the athletic department does not have the paperwork on file, then your team will not be allowed to participate in this league.
3. A maximum of two coaches will be background checked per team per year. A maximum of two coaches may be on the court or bench area at all league games.

IV. Court Regulations

1. The court shall be 60 feet long 30 feet wide.
2. A Serving area will be 30 feet wide and provided behind the base line on each side of the court. A service violation will occur if the server's foot touches the line before contact with the ball. Serving Line Modification: For the 8 and Under division, a line will be marked fifteen- (15) feet in front of each base line. For the 10 and Under division, a line will be marked ten- (10) feet in front of each base line. The 12 & under division will have a modified serving line at three (3) feet from the baseline for the first two weeks. After two weeks, they will be required to serve from the regulation baseline. The 14 & Under division serves at the regulation base line.
3. The Net height shall be 6'6" for the 8, 10 & Under, and for the 12, 14 & Under, the height shall be 7'4&1/5" tall.

V. Playing Rules

1. Teams should be present at least fifteen (15) minutes prior to game time. No grace period will be allowed. However, teams may choose to use their time-outs as well as the other team. Once the time-outs have expired, then the game will be deemed a forfeit. If player(s) show up for the 2 and/or 3 game, then we will pick up that game with in the time frame allotted. If a team is still short handed after 30 minutes, then the match will be deemed a forfeit.
2. All 12U and 14U will receive 2 minutes each to practice on both sides. However, pending the flow of the day, the official will use his/her discretion on speeding this up or not.
3. All games will be played by rally scoring rules. Every time the ball hits the floor a point will be awarded. There will be a point awarded with every side out (i.e. a point will be awarded with the change of serve). If the serving team makes the point, they will retain service. Serves may be played off the net as long as the ball goes over the net to the opposing team's side.
4. An official match shall consist of 3 games. Each game will be played to 25 points (rally scoring). Also, for league play, a 30- point cap will be observed.
5. A match shall consist of a fifty-five (55) minutes. **Tournament Format: The top 4 teams of each group qualify for the post season tournament. All matches will be played at its entirety (win by 2). NO time limit! Match play best of 3 will be observed.**

6. Six on six will be the style of play. A game may start with only 5 players; a ghost player will be used. The ghost player will carry a side-out (**no point awarded**) when set to serve. The service will be awarded to the other team. The positions of the players in order of the serve shall be right back, center back, left back, left front, center front and right front. As players arrive to make 6, 7, and so on...they may join the rotation.
6. At the moment of the serve, all players except the server shall be within the team's playing area and have contact with boundary lines or center lines, but no part of the player's body may be outside those lines. When a side-out is awarded to a team, that team shall rotate clockwise one position (front row rotates right and back row rotate left).
7. First service will be awarded to the winner of the coin toss. The other team will have choice of courtside. The second game will begin with the original first game receiving team serving first. The third game will begin as the first game began (coin flip, etc.)
8. In the 8, 10 & Under divisions, the player serving will receive two chances to serve the ball in play. **In the 10 & Under A division and in all 12 & Under divisions, each player has 2 chances to serve on their 1st service. Once the player serves a successful serve, then he/she will not receive a second chance again until after the going through the rotation.** The 14 & Under division will observe one chance to serve.
9. Service may be performed underhand or overhand in any age division as long as the ball makes contact with the body only once (no double-bump).
10. No player will be able to score more than five (5) points in a row. After five points, the official will whistle for an automatic side-out with no point, and the players must rotate. No restriction regarding the serve with the 14 & under division.
11. Once the whistle has been blown for service, the player has 10 seconds to serve the ball. Also, once tossed into the air, the ball may be caught or hit the floor.
12. In the 8, 10 and 12 & under divisions, if a team is showing dominance by 12 or more points, then that team will only be allowed to have one chance to serve.
13. Substitutions: All teams will substitute players in and out of the game during each rotation and maintain the same order throughout the first game. No player shall serve again until every player in that rotation has served. If a player rotates to start the second game but does not have the chance to serve, the team will maintain their position until that player has served. Players must be rotated in and out of the game at the same position, designated by the coach, throughout the game. (Exception: The 14& Under division may use UIL Federation substitution rules). Only in the case of an injury may a team change substitution order/skip a player.
14. After each game, the teams will exchange courts.
15. Each team manager should initial the scorekeeper's game report after each match. This will ensure that all records are correct and

have been accepted by both team managers. Failure to initial the game report will be an indication that the team manager has accepted the game report and has forfeited his/her right to a review. League standings will be based upon these reports and posted on the website: www.gvpard.com

16. A team roster consists of a maximum of 12 players.
17. Time Outs: Each team is limited to **one (1)** 30-second time out per game. **The clock will continue to run during each time out. However, if a time out is called during the last 30 seconds of the 55 minute allotted time period, then the clock will stop.** The time-out will begin once recognized by the official and end when the official signals. Time outs shall not carry over to the next game.
18. Intermissions: The time period between games will not exceed three (3) minutes, and play will begin when the official signals.
19. The Grapevine Parks and Recreation Department reserves the right to approve/disapprove any team name, logo, language on uniform deemed lewd, vulgar, obscene or suggestive in order to maintain a wholesome environment conducive to providing quality leisure opportunities.
20. The Grapevine Parks and Recreation Department reserves the right to add, delete or amend its rules, regulations, policies for the betterment of the program.
21. **Each team is required to provide a parent to keep score and/or operate the clock for each match. Staff recommends that this is the same person each week in order to minimize training before the match.**

VI. Tie-breaker Procedures

1. Game tie – If two teams are tied when the time on the clock expires the following procedure will be used to conclude the game:
 - a. Two minutes will be placed on the clock, and play will resume with the team serving at the end of regulation, serving in this overtime.
 - b. Each team will receive one (1) additional time out in the two (2) minute overtime.
 - c. Sudden Death Period: If at the end of 2 minutes, teams are still tied, a coin toss will be held to determine serve. The first team to score wins the game. Rally scoring will be observed
2. League Standings – In case of a tie for award positions at the conclusion of the season, the following tie-breaker procedures will be used to establish seeds for the post season tournament:
 - a. Head-to-head result between teams tied.
 - b. If teams split in head-to-head games, point differential in those games will be used.
 - c. If teams are still tied, point differential in all league games for the teams tied will be used.

- d. After first place team has been determined, revert back to “a” (above) to determine second place from the remaining team tied teams.

VII. Staff Information/Inclement Weather/School Closings

1. Scott Hardeman, Athletic Supervisor 817-410-3476 or shardeman@grapevinetexas.gov
Jaycob Kirkpatrick, Athletic Coordinator 817-410-3472 or jkirkpatrick@grapevinetexas.gov
Athletic Department **fax #: 817-410-3095.**
2. In case of inclement weather or for school closings, please call 817-410-3475 after 3:30 pm M-F. This line will be updated one hour prior to the first scheduled game on Saturday.
3. In the case that your team has a conflict with one of your game times/dates the Athletics office must be notified the Monday (5 business days) prior to the game by close of business for rescheduling. If approved, there will be a \$100 administrative fee assessed to reschedule. The fee must be paid prior to the rescheduled game date in order for the game to be played.

VIII. Conduct/Discipline Policy

1. Any player, coach or manager ejected from any league game will be suspended for one (1) league game. Players, coaches or manager that has been suspended must leave the facility and grounds immediately or the team will forfeit the game.
2. Each team manager will be held responsible for the conduct of his/her fans/spectators.
3. Suspensions will carry over from season to season. Example: If a player is suspended for one game, during the last game of the season, then that player has to sit out the first game of the next season.
4. Physical violence, especially attacks on a game official immediately before, during or after a game will not be tolerated.
Fights/confrontations will result in a minimum of one (1) year loss of eligibility or indefinite suspension in all league play, subject to an annual review if requested.
5. The officials/facility supervisor has the authority to remove players, coaches or spectators from the game and/or forfeit the game due to unsportsmanlike conduct. Unsportsmanlike conduct shall include but is not limited to profanity, threats of any kind toward the referees or scorekeeper, fighting (before, during or after the game).
6. Grapevine Parks and Recreation Department strongly recommends that any parent or coach involved with the City of Grapevine's Youth Volleyball program do not transport any one other than your own children to any practices, games or tournament any time during the season.
7. Ejection/Suspension/Appeal Procedures: Once a player, coach or spectator is ejected from a game, then that person will be notified in

writing that they will be suspended for one (1) game and/or one (1) year depending on the severity of the incident. When the suspended person receives that correspondence, then he/she has the right to appeal the ruling in writing within 5 days. In turn, the Grapevine Parks and Recreation athletic office, has up to 5 days to render a decision in writing regarding the appeal. This office has the right to uphold, reduce, waive or increase any suspension that has been granted, once the research has been conducted. All decisions are final and are considered closed.

8. All Coaches and Parents of the participants are required to read, understand and sign the Coaches/Parent Code of Ethics pledge.

IX. Protests

Must be filed in the following manner:

1. Must be filed before the game is over.
2. Notify the game official and give the details of the protest.
3. See that the official notifies the scorekeeper and that the protest is recorded in the official scorebook as well as the protest form.
4. On the first regular business day following the protested games, the team manager must submit the protest in writing to the athletic office along with a \$75.00 protest fee. Make checks payable to "City of Grapevine." If protest is upheld, the fee will be refunded.
5. Judgement calls are not basis for protests.
6. Rules interpretation protests must be filed before the end of the game.
7. Managers of a team opposing an alleged illegal player must file player eligibility protest before the last minute of the game. The manager must then complete numbers 3 and 4 (above) to complete the protest procedure.